class Person
  void useTransport()
  void strength()
  void defense()
  void experience()
  void weaponInHand(Weapon w)
  void useItem(Item i)
  void armorWorn(vector v)
  Contains:

  Extra Items: (multiple)

  Extra Transports + (multiple)

  Extra Armors a;

class Game
  * functions

  contains:
  Players
  Terrain
  Transport
  Weapons
  Armor
  Potion

class Armor
vector addDefense(string)
  (string can be any armor,
   adds defense to total, returns
   all armor)

class Weapon
void damageDone(string)
allocates random damage
in a spectrum.
depending on
weapon given and
current strength.

class Potion
  void improveHealth(string)
(adds HP points depending
on potion given)